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Senate passes violent video game package

Sen. Stamas resolution urging Congress to review sales part of package

LANSING – Legislation to protect minors from the violent content of some video games was approved by the Michigan State Senate today, announced state Sen. Tony Stamas, R-Midland.

"Our children are the most vulnerable and easily influenced members of our society," Stamas said. "This legislation will help shield our children from such violent video games."

The package of legislation that addresses the issue includes a bill prohibiting the sale or rental of ultra violent video games to any person in Michigan under the age of 17 years of age.

Senate Bill 463 would make sexually explicit video games subject to the same restrictions as books, movies, magazines and other materials with such content. A violation would be a felony punishable by up to two years' imprisonment and a fine of up to \$10,000. The bill would take effect December 1, 2005.

Senate Bill 416 would prohibit disseminating or displaying "ultra-violent explicit" video games and other ultra-violent matter to minors.

Another portion of the package is Senate Resolution 33, sponsored by Stamas, which would urge Congress to review the sale of violent video games to children.

"We need to do everything in our power to help protect children from these violent images and make sure the proposed laws would be upheld constitutionally," Stamas said.

The package will now go before the House of Representatives for consideration.